## AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1.-19. (Canceled)

20. (Currently Amended) A method for processing video data in a receiver/decoder comprising:

designating a first buffer sub-area as a display buffer;

designating a second buffer sub-area as a working buffer, wherein the working buffer is reserved only for incoming subtitle data comprising at least one subtitle, and wherein a content of the working buffer is constantly changing;

storing subtitle data in the working buffer to obtain a complete subtitle page;

storing graphics data in a third buffer sub-area; and

copying the graphics data from the third buffer sub-area into the working buffer after obtaining the complete subtitle page to obtain a complete image;

interchanging roles of the working buffer and the display buffer such that the complete image is transferred from the working buffer to the display buffer; and

displaying the complete subtitle page,

wherein the graphics data is copied into the working buffer just before the working buffer becomes the display buffer,

wherein the complete image comprises both the complete subtitle page and the graphics data, and

wherein the first buffer sub-area, the second buffer sub-area, and the third buffer sub-area are distinct buffer sub-areas located in a graphics buffer region.

21. (Previously Presented) The method of claim 20, wherein the third buffer sub-area comprises a plurality of icon buffer sub-areas.

22. (Previously Presented) The method of claim 21, wherein graphics data is stored in any one of the plurality of icon buffer sub-areas.

23. (Previously Presented) The method of claim 20, wherein interchanging the roles of the working buffer and the display buffer occurs at a specific time interval.

24. (Previously Presented) The method of claim 23, wherein the specific time interval is in the range of 5-10 seconds.

25. (Previously Presented) The method of claim 20, wherein displaying the complete image comprises displaying graphics data over the subtitle data for overlapping portions of graphics data and subtitle data.

26. (Previously Presented) The method of claim 20, wherein displaying the complete image comprises displaying non-overlapping portions of graphics data and subtitle data concurrently.

27. (Canceled)

28. (Previously Presented) The method of claim 20, wherein other received data to be displayed as the complete image is copied into the working buffer immediately after copying the graphics data into the working buffer.

29. (Previously Presented) The method of claim 20, wherein the complete image comprises a graphics layer comprising the graphics data and the subtitle data, a stills data layer, a moving image data layer, and a cursor data layer.

30. (Previously Presented) The method of claim 29, wherein the moving image data layer and the subtitle data comprise at least part of an MPEG datastream.

31. (Previously Presented) The method of claim 20, wherein graphics data comprises icon data.

32. (Currently Amended) An apparatus for processing video data in a receiver/decoder comprising:

      a first buffer sub-area initially designated as a display buffer and configured to store subtitle data in a complete subtitle page, wherein subtitle data comprises at least one subtitle;

      a second buffer sub-area initially designated as a working buffer, wherein the working buffer is reserved only for incoming subtitle data, and wherein a content of the working buffer is constantly changing; and

      a third buffer sub-area configured to store graphics data,

      wherein the receiver/decoder is configured to:

copy the graphics data from the third buffer sub-area into the working buffer <u>after</u>

<u>obtaining the complete subtitle page</u> to obtain a complete image;

interchange roles of the working buffer and the display buffer such that the complete

image is transferred from the working buffer to the display buffer; and

display the complete image, wherein the complete image comprises the complete

subtitle page and the graphics data,

wherein the graphics data is copied into the working buffer just before the working

buffer becomes the display buffer,

wherein the first buffer sub-area, the second buffer sub-area, and the third buffer sub-

area are distinct buffer sub-areas located in a graphics buffer region.

33. (Previously Presented) The apparatus of claim 32, wherein the third buffer sub-area comprises a plurality of icon buffer sub-areas.

34. (Previously Presented) The method of claim 33, wherein graphics data is stored in any one of the plurality of icon buffer sub-areas.

35. (Previously Presented) The method of claim 32, wherein interchanging the roles of the working buffer and the display buffer occurs at a specific time interval.

36. (Previously Presented) The method of claim 35, wherein the specific time interval is in the range of 5-10 seconds.

37. (Previously Presented) The apparatus of claim 32, wherein graphics data comprises icon data.

38. (Previously Presented) The apparatus of claim 32, wherein displaying the complete image comprises displaying graphics data over the subtitle data for overlapping portions of graphics data and subtitle data.

39. (Previously Presented) The apparatus of claim 32, wherein displaying the complete image comprises displaying non-overlapping portions of graphics data and subtitle data concurrently.

40. (Canceled)

41. (Previously Presented) The apparatus of claim 32, wherein other received data to be displayed as the complete image is copied into the working buffer immediately after copying the graphics data into the working buffer.

42. (Previously Presented) The apparatus of claim 32, wherein the complete image comprises a graphics layer comprising the graphics data and the subtitle data, a stills data layer, a moving image data layer, and a cursor data layer.

43. (Previously Presented) A broadcast and reception system including a receiver/decoder according to claim 32, and means for broadcasting said data.